

Linear Algebra;

|| i hear Spaces

let V non empty Set with 2 opers..

- 1 Sum $a + b \in V$ $\forall a, b \in V$
 - 2 Scalar multiplication $\lambda a \in V, \forall a \in V, \lambda \in R$

it has 8 rules;

there is zero element inside V

$$a + o = a \quad o \in V$$

$a \in V$ as a vector with two op-

\mathbb{R}^n n-dimensional space

with Functions; let $R := \{f \mid f: I \rightarrow R\}$

A diagram illustrating a function mapping between two sets. On the left, the word "Range" is written in cursive, with a curved arrow pointing from it to the word "Domain" on the right. On the right, the word "Domain" is written in cursive, with a curved arrow pointing from it back to the word "Range".

$$(f + g)(x) = f(x) + g(x)$$

$$(\lambda f)(x) = \lambda f(x)$$

as Lager I

der

Subspaces

let V be linear space, U is subspace

iff:

$$\textcircled{1} \quad x - y \in U \quad \forall x, y \in U$$

$$\textcircled{2} \quad \lambda x \in U \quad \forall \lambda \in \mathbb{R}$$

$$\text{So } U \subseteq V \quad \boxed{\text{subspace}}$$

Checking these two rules is sufficient
cuz $x - x = 0 \in U$ it has zero-element

so $U = \{0\}$ is the smallest subspace
of V

Linear Span

$$M \subseteq V$$

\bigcup_j all possible
subspace

$$\langle M \rangle = \bigcap V_j$$

linear span = all the possible linear combination

Generating Set:

let V linear space $G \subseteq V = \{ \text{set of vectors} \}$

is a generating set if $\langle G \rangle = V$

linear combination of the elements inside
 G can generate V

linear dependency:

a set of vectors are L.I
if

we can't generate any of them by
linear combination of the other

so $a_1, a_2, \dots, a_n \in V$ are called L.I

if $\lambda_1 a_1 + \lambda_2 a_2 + \dots + \lambda_n a_n = 0 \Leftrightarrow$

$$\lambda_1 = \lambda_2 = \dots = \lambda_n = 0$$

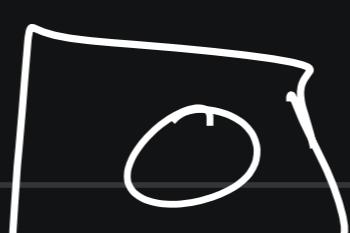
$$\left(\begin{array}{c|c|c} a_1 & a_2 & a_3 \\ \hline \end{array} \right) \left(\begin{array}{c} \lambda_1 \\ \lambda_2 \\ \lambda_3 \end{array} \right) = \vec{0}$$

A G $b = 0$

after G.E has to go to

$$\left(\begin{array}{c|c} 1 & 0 \\ 0 & 1 \end{array} \right)$$

the only solution is



Basis

A set of vectors for \mathbb{R}^n is called basis if the set is a generating set and linearly independent.

Let $A = \{a_1, \dots, a_n\} \subseteq \mathbb{R}^n$ be basis

any $b \in V$ can be written as unique combination of the basis

$$b = \sum_{i=1}^n \lambda_i a_i$$

$$\begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix} = 1 \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix} + 2 \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix} + 3 \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$$

basis for \mathbb{R}^3

So $a_1, \dots, a_n \Leftrightarrow$ minimal generating set
 \Leftrightarrow maximal linearly independent

(so) $\mathbb{R}^2 = \text{basis } \left\{ \begin{pmatrix} 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \end{pmatrix} \right\} \text{ dim} = 2$

$$\mathbb{R}^3 = \text{basis } \left\{ \begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}, \begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix} \right\} \text{ dim} = 3$$

number of basis of V is dimension of V .

Representing Images:

in $f: X \rightarrow Y$ $X := \mathbb{R}^2$ for 2D image
 $Y := \mathbb{R}$ for gray image

$f \in Y^X$ linear space. \mathbb{R}^3 for RGB image
bitwise

every Linear space has basis = $\{\psi_i\}$

$$f = \sum_{i=1} \lambda_i \psi_i \quad \lambda_i \in \mathbb{R}$$

this continuous representation for computers

we use discrete (Pixels)

$$f: \mathbb{R}^{m \times n} \rightarrow \mathbb{R}$$

2] Linear mapping & Matrices

linear mapping between V, V' (morphism)

$$f: V \rightarrow V'$$

$$\textcircled{1} f(a+b) = f(a) + f(b)$$

$\forall a, b \in V$

$$\textcircled{2} f(\lambda a) = \lambda f(a)$$

$\forall \lambda \in R$

or we have isomorphism if f is bijective
only one-to-one mapping.

example : $P: R^n \rightarrow R$

$P(x) = x_i$; projection on i^{th} element.

for $A \in R^{m \times n}$ $f: R^n \rightarrow R^m$

$$f(x) = Ax$$

$$x \in R^n \\ A \in R^{m \times n}$$

$$f\begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} xc \\ xc+y \\ 2y \end{pmatrix}$$

$$R^2 \rightarrow R^3$$

$$f(x, y) = Ax$$

$$\begin{pmatrix} 1 & 0 \\ 1 & 1 \\ 0 & 2 \end{pmatrix} \begin{pmatrix} x \\ y \end{pmatrix} = \begin{pmatrix} xc \\ xc+y \\ 2y \end{pmatrix}$$

3×2

System of linear equations

$$\begin{array}{l} a_{11}x_1 + a_{12}x_2 + \dots + a_{1n}x_n = b_1 \\ \vdots \qquad \vdots \qquad \vdots \qquad \vdots \\ a_{m1}x_1 + \dots + a_{mn}x_n = b_m \end{array}$$

$$Ax = b$$

$b \in \mathbb{R}^m$

$x \in \mathbb{R}^n$

$A \in \mathbb{R}^{m \times n}$

any linear systems hcs

① no solutions

② exactly one solution

③ infinite many solutions

easiest way to get A^{-1}

$$A^{-1}A x = A^{-1}b$$

$$x = A^{-1}b$$

solved

Inverse of matrices:-

A of 2×2 matrix

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix}$$

$$A^{-1} = \frac{1}{ad - bc} \begin{pmatrix} d & -b \\ -c & a \end{pmatrix}$$

ex) $A = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$ $\det(A) = 1 - 6 = -2$

$$A^{-1} = \frac{1}{-2} \begin{pmatrix} 1 & -2 \\ -3 & 1 \end{pmatrix} = \begin{pmatrix} -2 & 1 \\ \frac{3}{2} & -\frac{1}{2} \end{pmatrix}$$

A, B are invertible AB is invertible

$$(AB)^{-1} = B^{-1} \cdot A^{-1} \quad (AB)^T = B^T A^T$$

if A is invertible $\Rightarrow Ax = 0 \rightarrow x = 0$

$$\Leftrightarrow Ax = b \rightarrow x \text{ has one sol} \\ x = A^{-1}b$$

determinate of A

$A \in \mathbb{R}^{n \times n}$

$$\begin{pmatrix} a & b \\ c & d \end{pmatrix} = \det(A) = ad - bc$$

$$n=3: \begin{pmatrix} a & e & h & | & a & e \\ b & f & i & | & b & f \\ c & g & j & | & c & g \end{pmatrix} \quad \det(A) = afj + eic + hbg - hic - aig - ebj$$

if A is triangular or diagonal

then $\det(A) = \prod_{i=1}^n a_{ii}$. multiplication
of the diagonal.

Properties:

$$\det(A) = \det(A^\top)$$

$$\det(AB) = \det(A)\det(B)$$

A invertible $\Leftrightarrow \det(A) \neq 0$

$$\det(A^{-1}) = \frac{1}{\det(A)} \text{ inverse determinant.}$$

Image of $f(x)$ or A

$$\text{Im}(A) = \{ b \in \mathbb{R}^m \mid \exists x \in \mathbb{R}^n f(b) = b \text{ or } Ax = b \}$$

So linear combination of $\text{col}(A)$

$$x_1 \text{col}_1(A) + x_2 \text{col}_2(A) + \dots = b$$

Col space , linear combination of columns
Row space , linear combination of rows.

$$\text{So } Ax = b \xrightarrow{\text{has solution}} b \in \text{Im}(A)$$

$\dim(\text{Col space of } A) = \dim \text{row space}$

Rank of matrices

The dimension of col or row space of A

Kernal of A,

$$\text{Ker}(A) = \{x \in \mathbb{R}^n \mid Ax=0\}$$

Proper $A \in \mathbb{R}^{m \times n}$

$$\text{rank } K(A) = 0 \iff A = \begin{pmatrix} \end{pmatrix} \text{ rank}(A) = 1$$

$$\text{rank } K(A) \leq \min(n, m)$$

$$n - \text{rank } K(A) = \dim(\text{Ker}(A))$$

columns

$$\dim(\text{Ker}(A)) = 0 \iff \text{Ker}(A) = \{0\}$$

$$\text{if } A \in \mathbb{R}^{n \times n} \quad \boxed{m=n} \quad \text{then } \text{rank } K(A) = n$$

then A has Full rank

and A is invertible.

A is invertible $\iff \det(A) \neq 0$

$\iff \text{rank } K(A) = n$ Full rank

\iff A square $m=n$

$\iff \dim \text{Ker}(A) = 0$

$\iff \text{Ker}(A) = \{0\}$

\iff columns are L.I (basis)

\iff rows are L.I (basis)

ex)

$$A = \begin{pmatrix} 1 & 2 \\ 3 & 4 \end{pmatrix}$$

1) $\det(A) = 4 - 6 = -2$ invertible

2) $\text{rank}(A) = 2$

3) $\dim(\text{Ker}(A)) = 0 \rightarrow \begin{pmatrix} 1 & 2 & | & 0 \\ 3 & 4 & | & 0 \end{pmatrix}$

$$\begin{pmatrix} 1 & 2 & | & 0 \\ 0 & -2 & | & 0 \end{pmatrix} \rightarrow \begin{pmatrix} 1 & 0 & | & 0 \\ 0 & 1 & | & 0 \end{pmatrix} \boxed{x = \begin{pmatrix} 0 \\ 0 \end{pmatrix}}$$

Ker = 1

4) row / col are linearly independent.

ex 2)

$$A = \begin{pmatrix} 1 & 2 \\ 2 & 1 \end{pmatrix} \quad \det(A) = 4 - 4 = \boxed{0} \quad \text{not invertible}$$

$\text{rank}(A) = 1$ not Full Rank.

$n - \text{rank} = 2 - 1 = 1$ dim of Ker = 1

$$\begin{pmatrix} 1 & 2 & | & 0 \\ 2 & 1 & | & 0 \end{pmatrix} = \begin{pmatrix} 1 & 2 & | & 0 \\ 0 & 0 & | & 0 \end{pmatrix} \xrightarrow{-2x_1} \xrightarrow{x_2}$$

$$\text{Ker}(A) = \left\{ \begin{pmatrix} -2 \\ x_2 \end{pmatrix} \mid x_2 \in \mathbb{R} \right\}$$

$$\langle \text{Ker}(A) \rangle = \mathbb{R}^1 \quad \dim = 1$$

A is not invertible.

2) length / distance / angles

1) Norms

let V linear space $\| \cdot \| : V \rightarrow \mathbb{R}$

Properties

- ① $\|x\| = 0 \Leftrightarrow x = 0 \quad \underline{\|x\| \geq 0}$
- ② $\|\lambda x\| = |\lambda| \|x\|$
- ③ $\|x+y\| \leq \|x\| + \|y\|$

$\forall x, y \in V, \forall \lambda \in \mathbb{R}$

P-norms $\|x\|_p = \left(\sum_{i=1}^n |x_i|^p \right)^{\frac{1}{p}}$

$\|x\|_2$ real world measurement

$$\|x\|_2 = \sqrt{\sum_{i=1}^n x_i^2} \quad a = \begin{pmatrix} 1 \\ 0 \end{pmatrix} = \|a\| = 1$$

So distance between $x, y \in V$

$$d(x, y) = \|y - x\|_2$$

ex) $\begin{pmatrix} 3 \\ 2 \end{pmatrix}, \begin{pmatrix} 1 \\ 3 \end{pmatrix}$

$$d(x, y) = \left\| \begin{pmatrix} 2 \\ -1 \end{pmatrix} \right\|_2 = \sqrt{n+1} = \boxed{\sqrt{5}}$$

Euclidean distance.

Scalar product (dot / inner Product)

$$\langle \cdot, \cdot \rangle : V \rightarrow \mathbb{R}$$

Properties:

$$① \langle x + x', y \rangle = \langle x, y \rangle + \langle x', y \rangle$$

$$\langle x, \lambda y \rangle = \lambda \langle x, y \rangle$$

$$② \langle x, y \rangle = \langle y, x \rangle$$

$$③ \langle x, x \rangle \geq 0 \quad \langle x, x \rangle = 0 \Leftrightarrow x = 0$$

standard scalar product is

$$\langle x, y \rangle = \sum_{i=1}^n x_i y_i = x^T y$$

$$\begin{pmatrix} 1 \\ 2 \end{pmatrix} \odot \begin{pmatrix} 2 \\ 2 \end{pmatrix} = 2 + 4 = 6$$

$$\begin{pmatrix} 1 & 2 \end{pmatrix} \begin{pmatrix} 2 \\ 2 \end{pmatrix} = 6 = x^T y$$

Norms induced by scalar products
if V has scalar product

$$\text{then } \|x\| = \sqrt{\langle x, x \rangle}$$

Scalar Product

Cauchy-Schwarz inequality

$$\langle x, y \rangle^2 \leq \langle x, x \rangle \langle y, y \rangle \quad \forall x, y \in V$$

Angle

let V linear space.

has $\langle \cdot, \cdot \rangle$ and norm induced by scalar product

$$\langle x, y \rangle = \|x\| \cdot \|y\| \cdot \cos \varphi$$

φ is angle between x, y

$$\text{if } \varphi = 90^\circ \Rightarrow \cos 90^\circ = 0$$

$$\text{so } \langle x, y \rangle = 0 \Leftrightarrow x \perp y$$

$$\cos \varphi = \frac{\langle x, y \rangle}{\|x\| \|y\|}$$

$$x = \begin{pmatrix} 1 \\ 0 \end{pmatrix} \quad y = \begin{pmatrix} 1 \\ 1 \end{pmatrix}$$

$$\cos \varphi = \frac{2}{1 \cdot \sqrt{2}} = \frac{1}{\sqrt{2}} \Rightarrow \varphi =$$

$$\cos^{-1}\left(\frac{1}{\sqrt{2}}\right) = \boxed{45^\circ}$$

Orthogonal Projection:

$$P_u : \mathbb{R}^n \rightarrow \mathbb{R}^n$$

Project $x \in \mathbb{R}^n$ on
unit vector u $\|u\|=1$

$$P_u(x) = \langle x, u \rangle u$$

$$P_u(u) = u$$

$$P_u(x) = P_u(x_{||} + x_{\perp}) = P_u(x_{||}) + P_u(x_{\perp})$$

$$\begin{aligned} & \phi=0 & \psi=90^\circ \\ & = \langle x_{||}, u \rangle u + \langle x_{\perp}, u \rangle u \\ & = \underbrace{\|x_{||}\| \cdot \|u\|}_{\text{parallel}} \cdot u + 0 \cdot u \end{aligned}$$

$$= \|x_{||}\| \cdot u = x_{||} \quad \text{parallel to } u.$$

*ART (Algebraic Reconstruction Technique)

$$A \in \mathbb{R}^{m \times n} \quad Ax = b \quad x \in \mathbb{R}^n \quad b \in \mathbb{R}^m$$

a_j = i-th row of A

then $a_j x = b_j$ (affain hyperplan)

$$H_j = \left\{ x \in \mathbb{R}^n \mid \langle a_j, x \rangle = b_j \right\}$$

* hyper plane is a subspace of dimension $n-1$ divides \mathbb{R}^n in half.

$$\text{so our solution } x = \bigcap_{j=1}^m H_j$$

hyper plane is a subspace has zero element
affain hyperplain is subset does n't have 0

take $x = x_0$ any starting point $x_0 = 0$

for each iteration we project on all the
affain hyper planes.

if $Ax = b$ has solution ART will
converge to the solution

So to compute the solution

for each hyperplane we project x_0 to it

So let's take x_0 init guess.

then

$$y = x_0$$

for first H.P

$$y' = y + \frac{b_1 - \langle y, a_1 \rangle}{\|a_1\|_2^2} \cdot a_1$$

$$\text{second} = y'' = y' + \frac{b_2 - \langle y', a_2 \rangle}{\|a_2\|_2^2} \cdot a_2$$

$$\text{third} = y''' = y'' + \frac{b_3 - \langle y'', a_3 \rangle}{\|a_3\|_2^2} \cdot a_3$$

$$x_1 = y'''$$

that's one iteration

$$y = x_1$$

$$y' = y + \frac{b_1 - \langle y, a_1 \rangle}{\|a_1\|_2^2} \cdot a_1$$

$$y'' = y' + \frac{b_2 - \langle y', a_2 \rangle}{\|a_2\|_2^2} \cdot a_2$$

Orthogonal

$x, y \in \mathbb{R}^2$ are orthogonal $\langle x, y \rangle = 0$

Orthonormal basis:

$B = \{b_i\}$ basis of \mathbb{R}^n

if all pairwise are orthogonal and $\|b_i\| = 1$

$$\langle b_i, b_j \rangle = \begin{cases} 0 & i \neq j \\ 1 & i = j \end{cases}$$

for any $x \in \mathbb{R}^n$ and b_i basis of \mathbb{R}^n

and b_i are ONB.

$$\text{then } x = \langle x, b_1 \rangle b_1 + \dots + \langle x, b_n \rangle b_n$$

Orthonormal matrices: Square matrix

$$A^{-1} = A^T \quad A^T A = A A^T \quad \text{orthogonal matrix}$$

A is orthogonal \rightarrow Rows are ONB } full rank
Col are ONB }

A, B, AB are orthogonal.

$$|\det(A)| = 1$$

A is length preserving

$$\boxed{\|Ax\| = \|x\|}$$

Solving linear Systems:

$$Ax = b$$

Solving for x

① by $A^{-1} \Rightarrow x = A^{-1}b$ exactly one sol.
leads to numerical issues.

② decomposition

③ iterative method like ART $y = y + \frac{b_j - \langle q_j, y \rangle}{\|q_j\|_2^2} q_j$

Decomposition:

L: lower U: upper

① Cholesky decomposition $A = LL^\top$

A symmetric

$$A = A^\top$$

A positive definite eigenvalue $\lambda > 0 \quad \langle x, Ax \rangle > 0 \quad \forall x \in \mathbb{R}^n$

$$A = LL^\top$$

L strictly Positive diagonal matrix

⑥ $L^\top x = z \quad \textcircled{1} \quad Lz = b \quad \frac{n^3}{3} \text{ FLOPs}$

numerical stability issues.

if A Positive semi definite then

strictly Positive diagonal entries drops

② LU decomposition

A is invertible and

A^T diagonally dominate for each row

$$|a_{ii}| \geq \sum_{j \neq i} |a_{ij}|$$

$$A = LU$$

$$\frac{2n^3}{3} \text{ flops}$$

$$LUx = b \Rightarrow Ux = z$$
$$Lz = b$$

if L or U has only ones as diagonal
the decomposition is unique.

③ LUP decomposition.

$$A \text{ is invertible: } PA = LU$$

$$LUx = Pb \Rightarrow Lz = Pb$$
$$Ux = z$$

Computed in place. numerically stable.

③ QR decomposition

A invertable.

$$A = QR$$

Q is orthogonal

R Upper triangular with Positive diagonal entries

$$QRx = b$$

$\frac{2n^3}{3}$ flops.

$$Q^T Q R x = Q^T b$$

$$Rx = Q^T b$$

numerically
stable.

if $A \in \mathbb{R}^{m \times n}$ $m > n$

Thin QR decomposition

$$Q \in \mathbb{R}^{m \times m}$$

orthogonal

$$R \in \mathbb{R}^{m \times n}$$

$$= \begin{pmatrix} R_1 \\ 0 \end{pmatrix} \quad R_1 \in \mathbb{R}^{n \times n}$$

$$A = (Q_1, Q_2) \begin{pmatrix} R_1 \\ 0 \end{pmatrix} = Q_1 R_1$$

$$Q_1 \in \mathbb{R}^{m \times n}$$

$$A = Q_1 R_1$$

if $\text{rank}(A) = n$ and R_1 has positive diagonal

then Q_1, R_1 are unique.

$$R_1 x = Q_1^T b$$

④ SVD

$A \in \mathbb{R}^{m \times n}$ singular value decomposition
 $m \geq n$

$$A = U \Sigma V^T$$

$U \in \mathbb{R}^{m \times n}$ orthogonal

$V \in \mathbb{R}^{n \times n}$ orthogonal

$\Sigma \in \mathbb{R}^{n \times n}$ diagonal matrix.

$= \text{diag}(\sigma_1, \sigma_2, \dots, \sigma_n)$ called Singular values

$$\sigma_1 \geq \sigma_2 \geq \sigma_3 \geq \sigma_4 \geq \dots \geq \sigma_n \geq 0$$

for $m < n$

$U \in \mathbb{R}^{m \times m}$ orthogonal
 $\Sigma \in \mathbb{R}^{m \times m}$ diagonal
 $V \in \mathbb{R}^{n \times m}$

$$\text{let } A = U \Sigma V^T$$

$$A^T A = (U \Sigma V^T)^T (U \Sigma V^T)$$

$$\begin{aligned} &= V \Sigma V^T \underbrace{U^T U}_{I_n} \Sigma V^T \\ &= V \Sigma^2 V^T \end{aligned}$$

Singular values of A are square root of eigen values of $A^T A$

$$Ax = b \Rightarrow U\Sigma V^T x = b$$

$$x = \underbrace{U\Sigma^{-1}V^T b}_{\text{does not exist}}$$

$$\Sigma^{-1} = \text{diag}(\sigma_1^{-1}, \dots, \sigma_n^{-1})$$

using $u_i \in \text{col}(U)$ $v_i \in \text{col}(V)$

$$x = \sum_{i=1}^n \frac{u_i^T b}{\sigma_i} v_i$$

if $\sigma_i = 0$ leave them out

$$x^* = \sum_{i=1}^{\text{rank}(A)} \frac{u_i^T b}{\sigma_i} v_i$$

this is solution least square problem
and Pseudo inverse

$$x^* = \min_{x \in \mathbb{R}^n} \|Ax - b\|$$

Pseudo inverse

$$A^+ = \sum_{i=1}^{\text{rank}(A)} v_i \sigma_i^{-1} u_i^T$$

if A is ill conditioned

we use

Truncated SVD
to stabilise the x^*
we approximate it

very small σ_i

$$\text{we stop at } K \quad x^* = \sum_{i=1}^K \frac{u_i^T b}{\sigma_i} v_i$$

Computing SVD costly and need lots of memory.

Least square problem:

$$A \in \mathbb{R}^{m \times n} \quad b \in \mathbb{R}^m \quad x \in \mathbb{R}^n$$

we need to $\min_{x} \|Ax - b\|$ or $\min_{x} \|Ax - b\|^2$

in case of over determinate system (no solution)

we need to find x that min the error
+ has $\min_{x} \|Ax - b\|$

Orthogonal Complement

let $U \leq V$ so

$$U^\perp := \left\{ x \in \mathbb{R}^n \mid \langle x, u \rangle = 0 \quad \forall u \in U \right\}$$

$$\text{to } \min \|b - Ax\| \Leftrightarrow \underbrace{\langle b - Ax, \underbrace{Ax}_\text{vector} \rangle}_{\text{Im}(A)} \quad \forall x \in \mathbb{R}^n$$
$$\Leftrightarrow \langle A^\top(b - Ax), x \rangle = 0$$

so

$$A^\top(b - Ax) = 0$$

$$A^\top A x = A^\top b$$

has uniq solution

if $A^\top A$ is invertible so $x = (A^\top A)^{-1} A^\top b$

$$\text{rank}(A^\top A) = n$$

Pseudoinverse

$$(A^T A)^{-1} A = A^+ \Rightarrow x = A^+ b$$

if A is invertible then $A^+ = A^{-1}$

SVD & Pseudoinverse

$$A^+ = \sum_{i=1}^{\text{rank}(A)} v_i \sigma_i^{-1} u_i^T$$

Golub method to find least square problem:

let $A \in \mathbb{R}^{m \times n}$ & $m \geq n$ $\text{rank}(A) = n$

$Q \in \mathbb{R}^{m \times m}$ orthogonal

$$Q^T A = \begin{pmatrix} R \\ 0 \end{pmatrix} \quad \text{and} \quad Q^T b = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$$

$$\begin{pmatrix} R \\ 0 \end{pmatrix} x = \begin{pmatrix} b_1 \\ b_2 \end{pmatrix}$$

$$\text{So } Rx = b_1 \quad \underbrace{\text{backward sub}}$$

R is invertible

$$r_i \text{ residual} := b - Ax$$

$$\|r\| = \|b\|$$

Eigenvalues / Eigenvectors

let $A \in \mathbb{R}^{n \times n}$, a vector $x \in \mathbb{C}^n$, $x \neq 0$

is called an eigenvector if

$$Ax = \lambda x$$

for some $\lambda \in \mathbb{C}$ where λ is called eigenvalue.

if $A = A^T$ then all eigenvalues of A are real.

Calculate eigenvalues using Characteristic Polynomial.

$$\det(\lambda I_n - A) = 0$$

then calculate eigenvector of each eigenvalue

$$\begin{aligned} Ax &= \lambda x \\ Ax - \lambda x &= 0 \\ \underbrace{(A - \lambda I_n)}_{(A - \lambda I_n)x} x &= 0 \end{aligned}$$

if A is triangular or diagonal then eigenvalues are the diagonal entries.

A invertible $\Leftrightarrow \det(A) \neq 0$
 \Leftrightarrow none of eigenvalues = 0

Multiplicity:

① Algebraic multiplicity:

the number of factors of each eigenvalue.
 if $\lambda_1 = 1$ $\lambda_2 = 1$ $\lambda_3 = 2$

then λ_1 has A.M = 2
 λ_3 has A.M = 1

② Geometric multiplicity:

for eigenvalue we find eigenvector and
 the dim of eigenspan is G.M

Similarity:

A & B are similar if $\exists P \in \mathbb{R}^{n \times n}$ invertible

$$A = P^{-1}BP$$

this is only change in basis.

A and B has the same

- ① eigenvalues
- ② eigenvectors
- ③ rank
- ④ det
- ⑤ G.M + A.M

Diagonalizable:

A is diagonalizable if $\exists P \in \mathbb{R}^{n \times n}$ invertible

where $P^{-1}AP = \text{diagonal matrix}$ $\xleftarrow{\text{similar}} \xleftarrow{\text{diag entries}}$

this is a way to find eigenvalues easily.

for $A \in \mathbb{R}^{n \times n}$

for all eigenvalues $G.M \leq A.M$

if $G.M < A.M$ A is defective.

A is diagonalizable $\Leftrightarrow A$ has n L.I. eigenv.
 \Leftrightarrow non defective

if $A = A^T$ \rightarrow then all eigenvalues are real
 $\rightarrow A$ is diagonalizable
 P is orthogonal dia- $= P^T A P$

A is normal $\Rightarrow (A^T A = AA^T)$

$\Leftrightarrow A$ diagonalizable with
 P orthogonal

Practical Approaches to find eigenvalues/vectors

let $A = A^T$ symmetric.

if we know x is eigenvector
then we min

$$\|Ax - \lambda x\| = \min_{\lambda}$$

So $x^T x \lambda = x^T A x$ (normal equation)

then $\lambda = \frac{x^T A x}{x^T x} \Rightarrow r(x)$

$r(x)$ is called Rayleigh Quotient.

$$x^T x = \langle x, x \rangle = \|x\|_2^2$$

So in the iterative algo to avoid dividing
we unify the $\frac{x_0}{\|x_0\|} = s_0$

$$r(s_0) = x_0^T A x_0$$

QR Algorithm:

let $A \in \mathbb{R}^{n \times n}$

the $A^0 = A$

for $K = 1, 2, \dots$

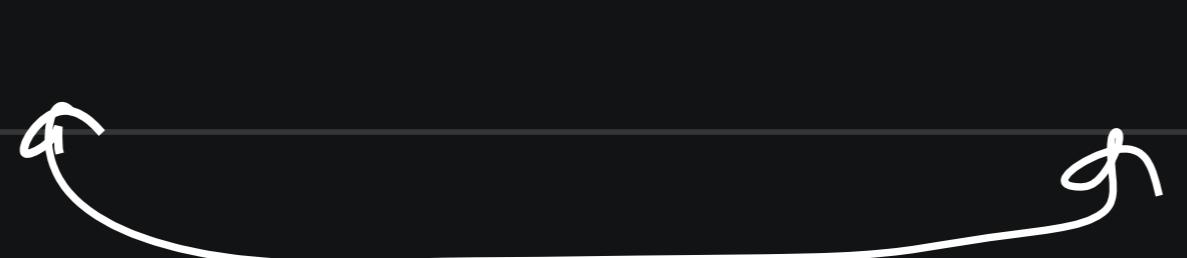
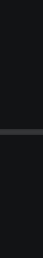
$$Q^K R^K = A^{K-1}$$

$$A^K = R^K Q^K$$

A^K is similar to A^{K-1}

$$A^K = R^K Q^K = Q^K Q^K R^K Q^K$$

$$A^K = Q^{KT} A^{K-1} Q^K$$

similar

so some eigenvalues / vectors.